



To all members of the press

April 27, 2021  
Computer Entertainment Supplier's Association

## **This year's show will again have features supporting indie game developers!**

### **Accepting Applications for the Indie Games "Selected Exhibit" and "Sense of Wonder Night"**

The Computer Entertainment Supplier's Association (CESA, Chairman: Hideki Hayakawa) has decided to organize two features to support independent game developers at the "TOKYO GAME SHOW 2021 ONLINE" (TGS2021 ONLINE) to be held from September 30th (Thu) to October 3rd (Sun), 2021. One is the indie game "Selected Exhibit", where indie developers screened by committee members can exhibit in the TGS2021 ONLINE "Indie Game" category at no cost. The other is the game idea contest "Sense of Wonder Night 2021 (SOWN2021)", which recognizes outstanding game ideas from the indie games "Selected Exhibit". We have started accepting applications for the indie game "Selected Exhibit" as of today.

Since 2013, the TOKYO GAME SHOW has organized an Indie Game Area "Selection Booth" as a feature to support independent game developers. This is a free feature to display indie games selected by judges which has attracted the attention of industry insiders and game fans every year. The last year's " TOKYO GAME SHOW 2020 ONLINE " (the first ever online) had an indie game "Selected Exhibit" feature of the same format. We received 371 applications from all over the world, and selected 80 teams of developers from 21 countries and regions to exhibit online.

Meanwhile, SOWN was started in 2008 as a feature to present ideas for games that evoke a "sense of wonder", the feeling that one's world is somehow changing. Initially it was a solo feature, but since 2017, developers selected from the Indie Game Area "Selection Booth" exhibitors have been provided the opportunity to present their game ideas as SOWN finalists. Eight teams of developers were selected as SOWN finalists at TGS2020 ONLINE.

These features to support indie game developers will be organized with the cooperation of the International Game Developers Association Japan (IGDA Japan, Chairman: Katsuteru Takahashi), a specified nonprofit organization.

Indie games are full of original ideas, and are widely viewed as breathing new life into the entire game industry. Through these features, the TOKYO GAME SHOW will provide an opportunity to inform the world of new games created by indie game developers.

**Please see the attached sheet and the official website of "Tokyo Game Show" ([https://expo.nikkeibp.co.jp/tgs/2021/en/indie\\_games.html](https://expo.nikkeibp.co.jp/tgs/2021/en/indie_games.html)) for details on the application requirements and how to apply for these features.**  
◆ **Indie Game "Selected Exhibit" and "Sense of Wonder Night 2021"**  
Contact: [indiegame@eventinfo.tokyo](mailto:indiegame@eventinfo.tokyo)

## The purpose of the indie game "Selected Exhibit" and SOWN

- Present games with experimental and creative game design and ideas.
- Introduce the significance of a "sense of wonder" in games and revitalize the game industry.
- Provide future opportunities for those who are developing experimental games.
- Create new domains of game design.

Prototype demos, released or scheduled for release games with experimental elements, and games developed by students with strange ideas are anticipated. There is no distinction between professionals and amateurs. Applications for games from venture companies, individual and doujin games are also welcome.

### ■ Indie game "Selected Exhibit"

The indie game "Selected Exhibit" is a feature that allows independent game developers to exhibit in the "Indie Game" category at no cost. Any professional, amateur, individual, or corporation can apply as long as they follow the application rules. After the application deadline, the indie game "Selected Exhibit" will be decided by the selection of the judges.

If you are selected for the indie game "Selected Exhibit", an exhibitor introduction page will be posted on TGS2021 ONLINE, you can provide a trial version to online visitors, and you can use the business matching system to hold online business meetings with other exhibitors. In addition, before the TGS2021 ONLINE session, indie game "Selected Exhibit" companies will organize campaigns and live program streams conducted by TGS Management Office to attract the attention of game fans.

**T i t l e:** Indie game "Selected Exhibit"

**\* In addition, there is also an exhibition slot for corporations to participate in fee-charged "Indie Games". Refer to TGS2021 ONLINE "Exhibit Guide" for details.**

**D a t e s:** September 30 (Thu) to October 3 (Sun), 2021

**Exhibition format :** Online exhibition

**Exhibition fee:** Free

**How to apply:** Apply from the application form (URL) for the indie game "Selected Exhibit" at TGS2021 ONLINE ( [https://expo.nikkeibp.co.jp/tgs/2021/en/indie\\_games.html](https://expo.nikkeibp.co.jp/tgs/2021/en/indie_games.html) ).

**Application deadline:** June 18, 2021 (Fri) (\* Japan time)

**Reference:** Exhibitors will be chosen through selection by the judges.

**Schedule:** <1> Applicants are notified of their indie game "Selected Exhibit" result: Mid-July 2021

<2> SOWN finalists are notified about acceptance: Mid-August 2021

\* Additional confirmation may be required depending on the details of the application.

\* Depending on the details of the application, we may point you to another category.

\* SOWN finalists will be selected from the indie game "Selected Exhibit".

- Qualifications for applications

- Annual sales of the applying group.

Corporation: Must be no more than 50 million yen or 500,000 US dollars.

Individual: Must be no more than 10 million yen or 100,000 US dollars.

- If the applying group is a corporation, it must have independent capital (for example, the capital of a major game company is not included).

- Qualifying titles

- Completely original game (secondary creative content cannot be exhibited with or without permission).
- A title created for a platform for which the applicant has the right to develop.
- A title that complies with the CESA Code of Ethics and CERO Code of Ethics, and that does not correspond to any of the following.

- 1) Contains expressions that conflict with or may conflict with the "Banned Expressions" in the CERO Code of Ethics "Appendix 3".

<https://www.cero.gr.jp/en/publics/index/18/>

- 2) A title that received the "Z" rating in the CERO screening, or may include expressions equivalent to the "Z" category
- 3) It has already been released outside of Japan and has been designated "17+" (MATURE) by a foreign screening agency (such as ESRB)
- 4) Scheduled for release outside of Japan, and may be designated "17+" (MATURE) by a foreign screening agency (such as ESRB) (titles with brutality that do not appear to correspond to the "13+" (TEEN) category)

- Inquiries regarding the indie game "Selected Exhibit" (email only)

[indiegame@eventinfo.tokyo](mailto:indiegame@eventinfo.tokyo)

## ■ Sense of Wonder Night (SOWN) 2021

Sense of Wonder Night (SOWN) is an event that provides an opportunity to present outstanding game ideas from the titles of the indie game "Selected Exhibit" that evoke a "sense of wonder".

Game developers who wish to present at SOWN2021 should first apply for the indie game "Selected Exhibit". From the titles chosen as indie game "Selected Exhibits", up to 8 titles (planned) will be selected by the judges as SOWN finalists. SOWN2021 will be held on October 2nd, 2021 (Sat) during the TGS2021 ONLINE session with no spectators, and will be streamed online. Finalists from outside Japan and remote areas will be invited to give online presentations or present pre-made presentation videos. The presentations made by the finalists will be judged, and selections will be made for awards such as the "Audience Award Grand Prix" and "Best Game Design Award".

### ● **Sense of Wonder Night (SOWN) 2021 Presentation Overview**

**D a t e s:** Scheduled for October 2nd, 2021 (Sat) from 11:00 to 13:00 (Japan time)

**V e n u e:** It will be held at the official program streaming studio of Makuhari Messe (Mihama-ku, Chiba City) and will be streamed live online

**Prize money:** Audience Award Grand Prix US \$3,000

Other awards (Best Game Design Award, etc.) US \$500

### ★ **The presentations for the day and reminders**

- Presenters are required to participate in the indie game "Selected Exhibit".
- Presenters will be provided with 10 minutes of presentation time. Please give a demo or presentation of the game within the time limit (Japanese/English simultaneous interpretation is available).  
Finalists from outside Japan and remote areas will be invited to give online presentations or present pre-made presentation videos.
- The presentation will be streamed live online, and an overview of the game will be released on TGS2021 ONLINE.

### ■ **"TOKYO GAME SHOW 2021 ONLINE" Overview**

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**T i t l e:** TOKYO GAME SHOW 2021 ONLINE  
**Organizer:** Computer Entertainment Supplier's Association (CESA)  
**Co-Organizer:** Nikkei BP / Dentsu, Inc.  
**S u p p o r t:** Ministry of Economy, Trade and Industry (planned)  
**D a t e s:** September 30th (Thu) to October 3rd (Sun), 2021  
**Show format:** Online (<https://tgs.cesa.or.jp/en/>)